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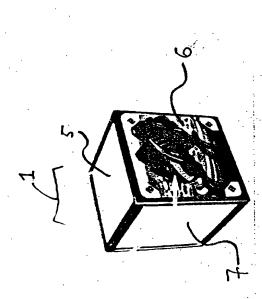
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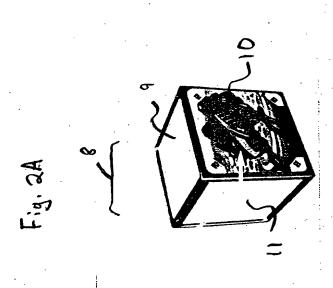
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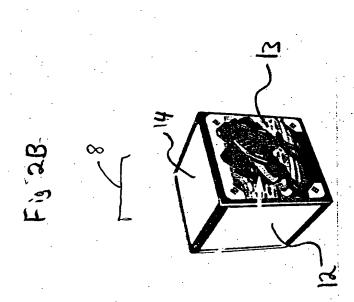
Fig. 1A

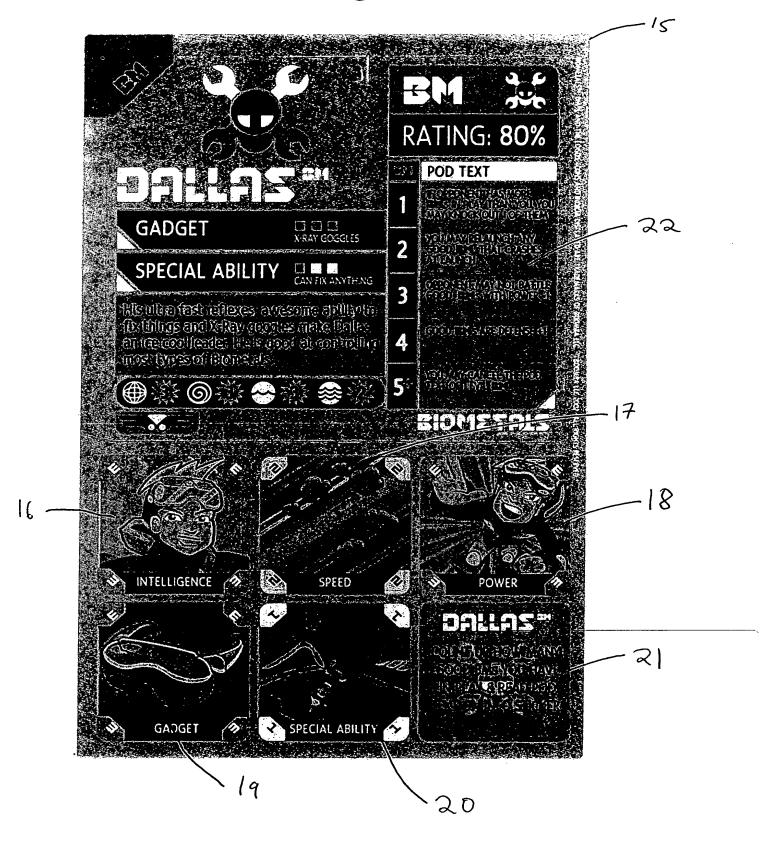


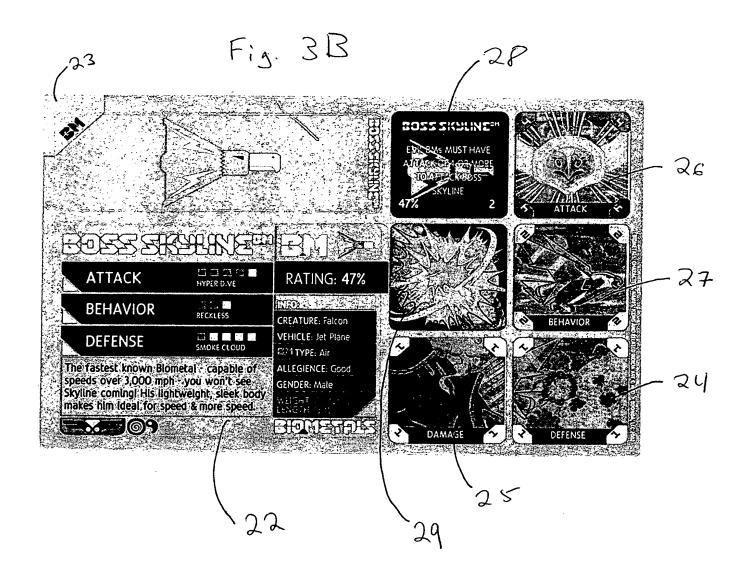
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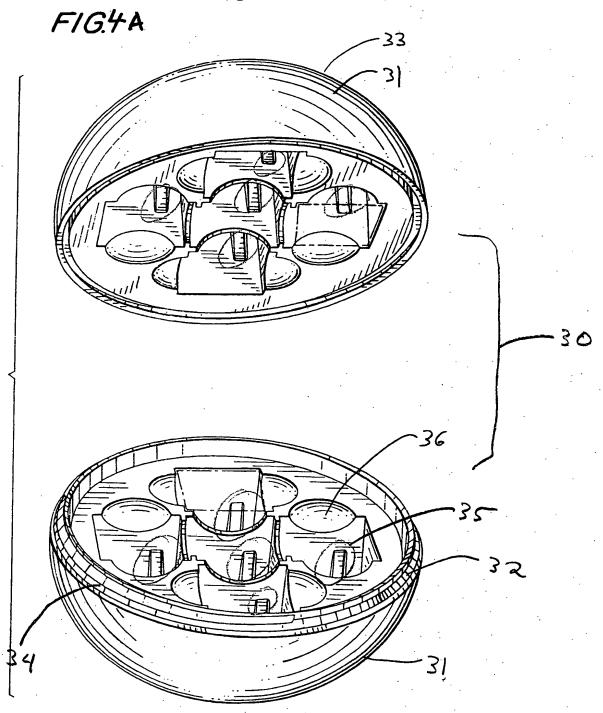
Fig 1

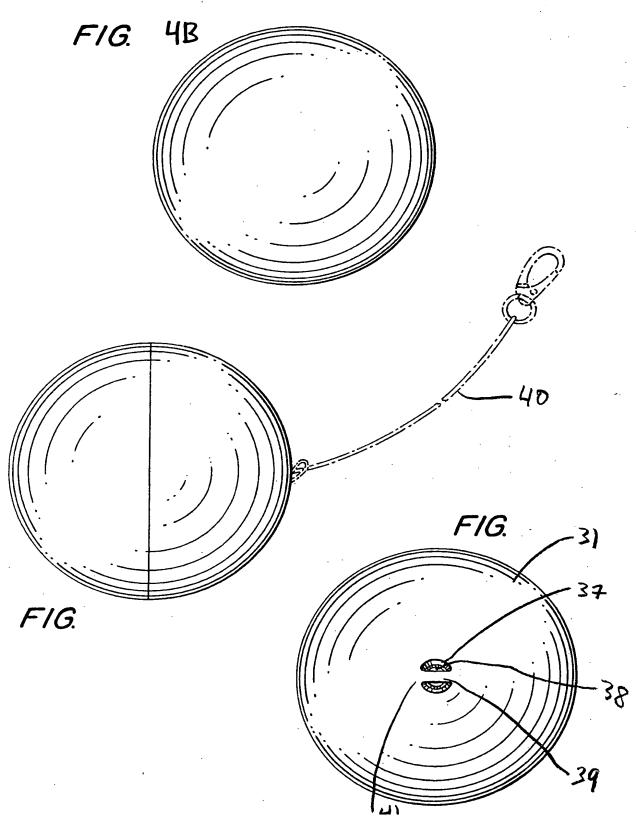


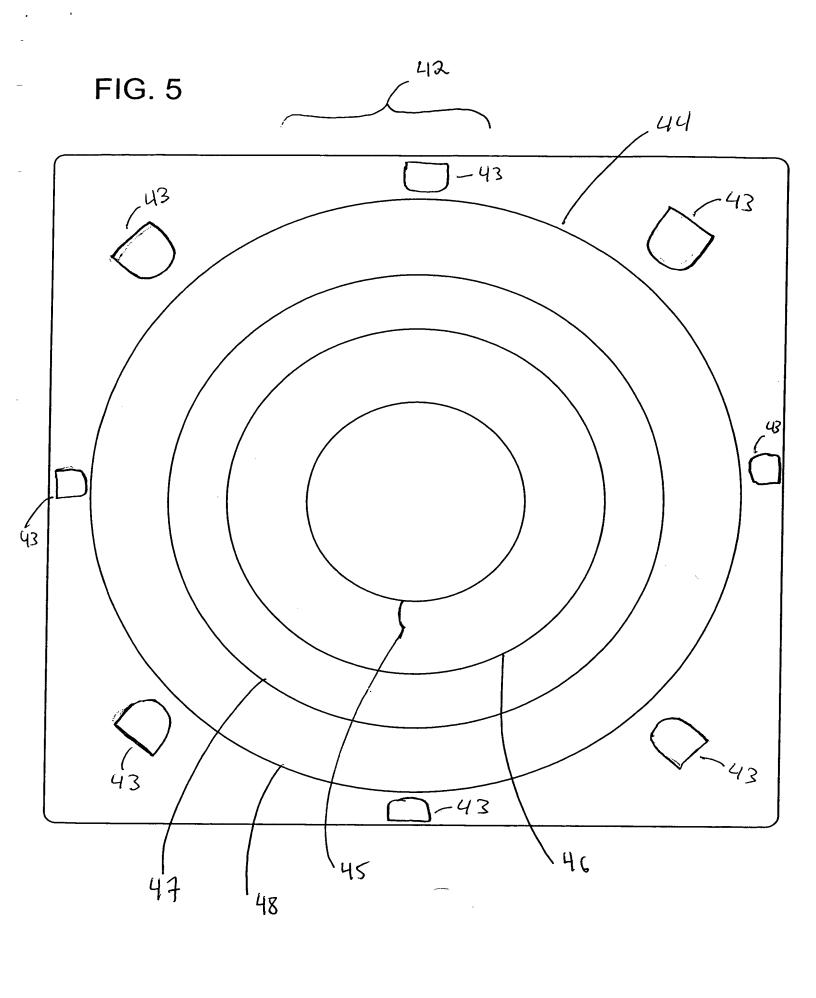












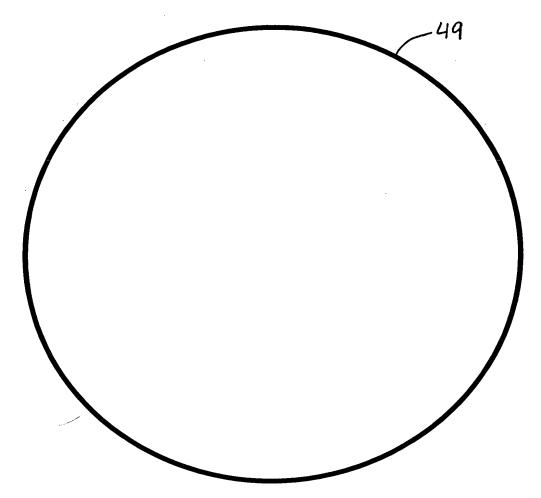


Fig. 6B

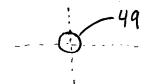
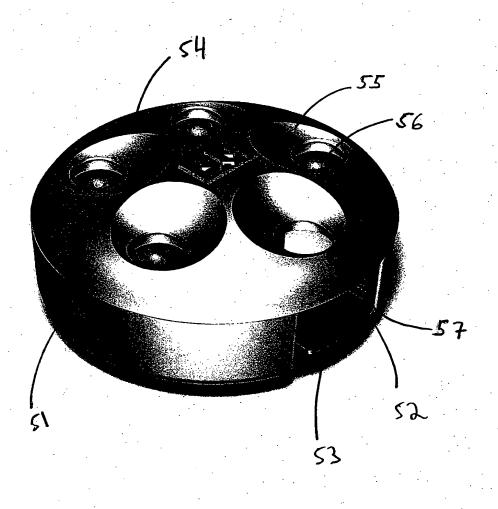
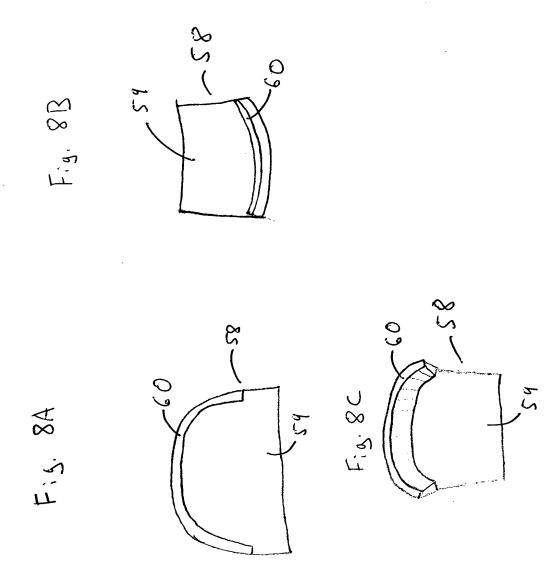
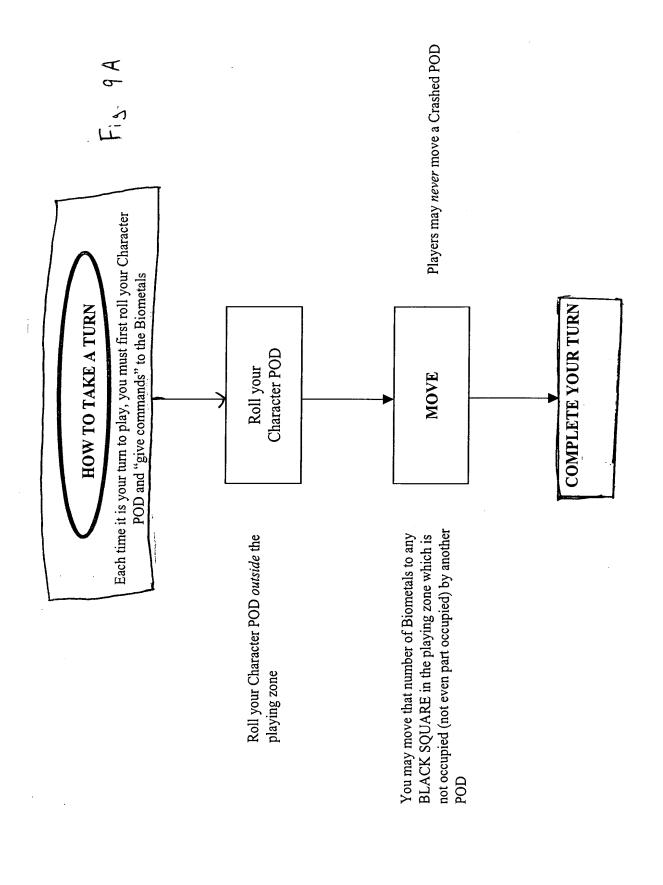
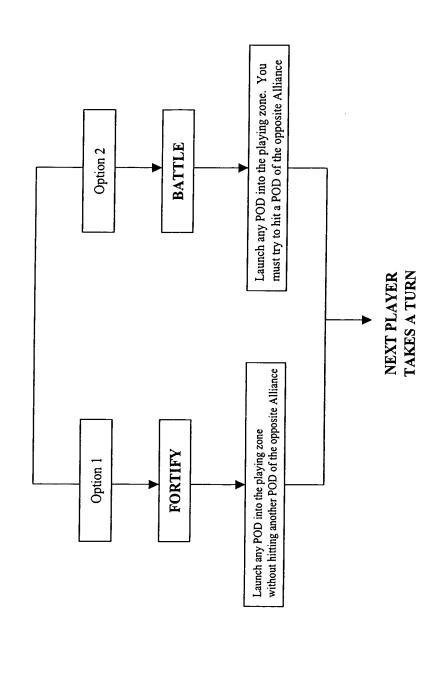


Fig 7.









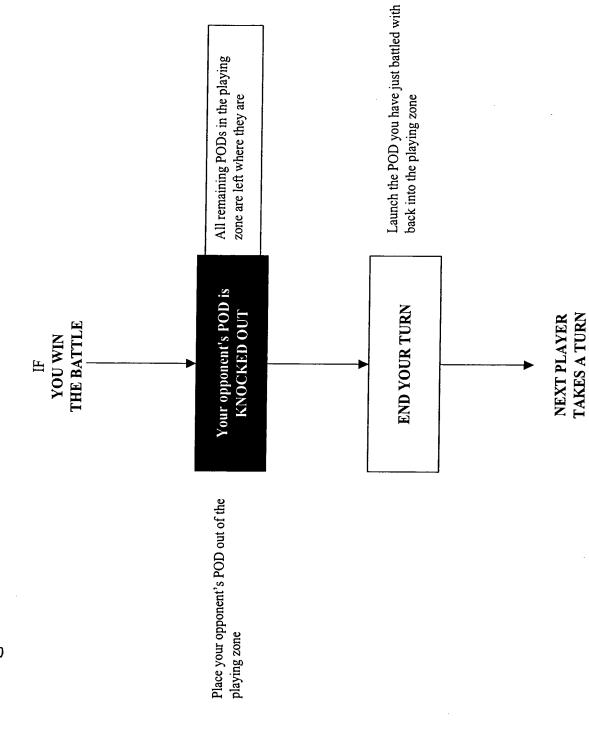


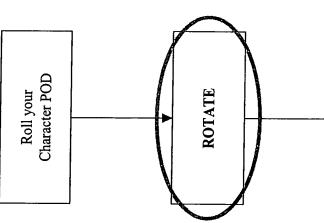
Fig. 9D

HOW TO TAKE A TURN

Each time it is your turn to play you must first roll your Character POD and

"give commands" to the Biometals





Players may never rotate a Crashed POD

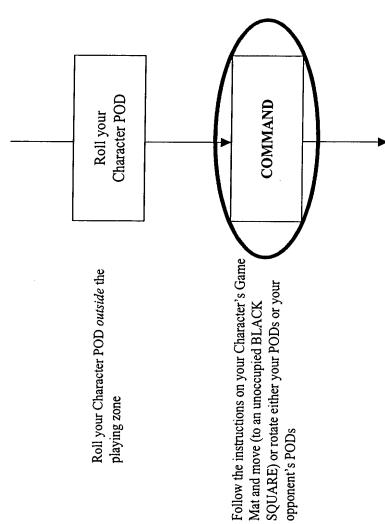
You may *rotate* that number of Biometals to show any Power (not crashed). You may not move the POD when you rotate it

COMPLETE YOUR TURN

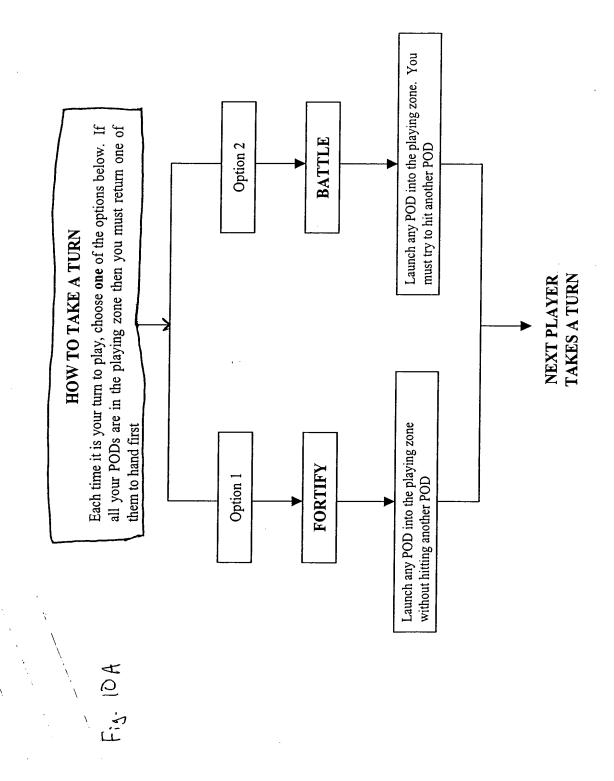
Fig. 9E

HOW TO TAKE A TURN

Each time it is your turn to play, you must first roll your Character POD and "give commands" to the Biometals



COMPLETE YOUR TURN



teady!

The defending player places a Biometals Game Marker on top of their POD. This stops it being blasted out of the way when it is hit. Their hand is not allowed to touch the table or block the attacking player's view.

defending player's POD. This means you can flick your POD *once* at the defending player's

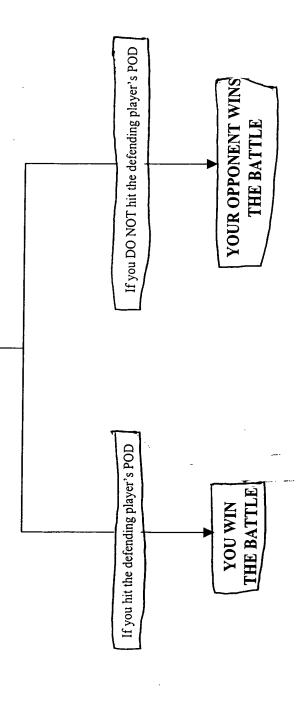
POD

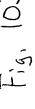
Choose one of your PODs in hand to attack with. You have one shot to try and hit the

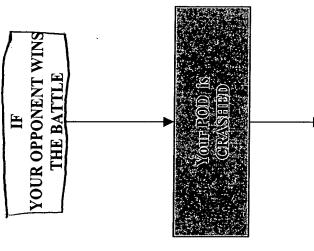
If any other POD is blasted out of the playing zone during battle then it is replaced by its owner, showing Crashed, on an unoccupied black square.

Hit or Miss?

The attacking player must hit the defending player's POD *first* or it is counted as a miss. If the attacking player's POD bounces off another POD and *then* into the defending player's POD then this is not a hit.

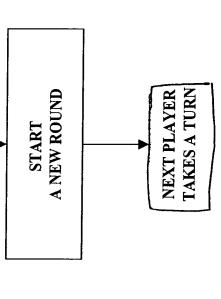






Your opponent rotates your POD so that it shows Crashed

the playing zone on your last shot then place it on an unoccupied Black Square your POD where it lands. If it lands outside When you miss your shot you must leave



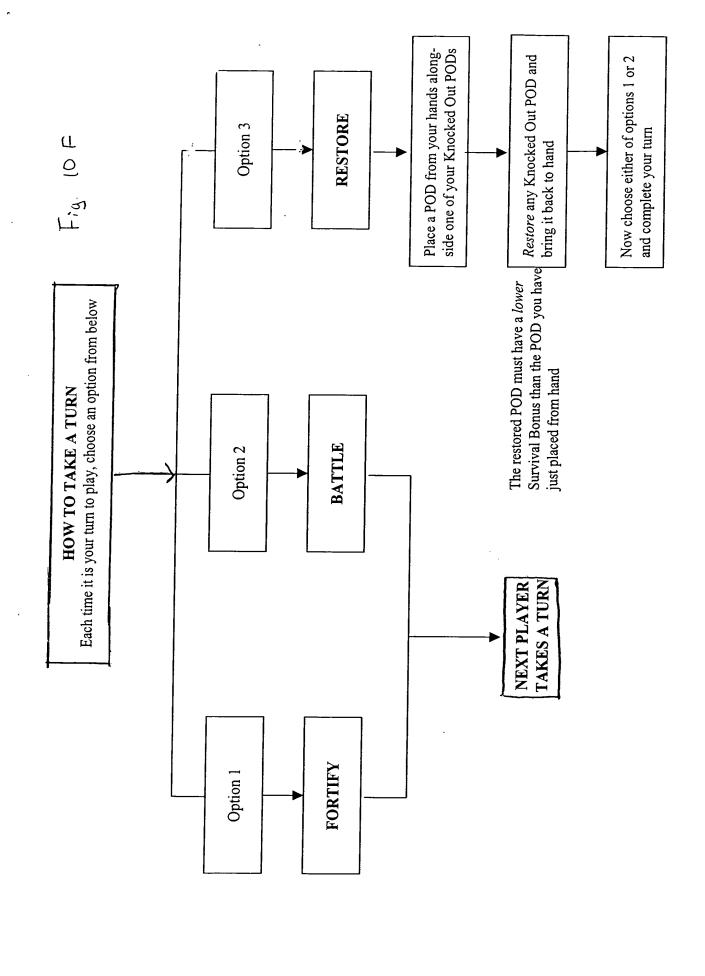
Knocking Out "Modus D'Air"

earns you 1 point

successfully knock Out

Knocking Out "Jud Poison"

earns you 1 point



The attacking player must hit the defending player's POD first or it is counted as a miss. If the attacking player's POD bounces off another POD and then into the defending player's POD then this is not a hit. If you DO NOT hit the defending player's POD the correct number of times Hit or Miss? The aim of battle is to Knock Out a POD in the playing zone Look at the Power showing on the defending player's POD. This is the number of times their POD must be hit. If a POD is showing a Power of 2 then the POD must be hit wice you have to try and hit the defending player's POD. If your POD has Attack 3 you can flick it three times at the defending player's POD Look at the Attack power of the POD you are attacking with. This is the number of shots miss). The defending player counts aloud how launches. The attacking player counts aloud The battle begins and the attacking player how many shots they fire (even shots that HOW TO BATTLE many hits are made If you hit the defending player's POD the correct number of times Steady:
The defending player places, a Biometals Game Marker (or finger) on top of their POD. This stops it being blasted out of the way when it is hit. Their hand is not allowed to touch the table or block the attacking player's view. If any other POD is blasted out of the playing zone during battle then it is replaced by its owner, showing Crashed, on an unoccupied Black Square.

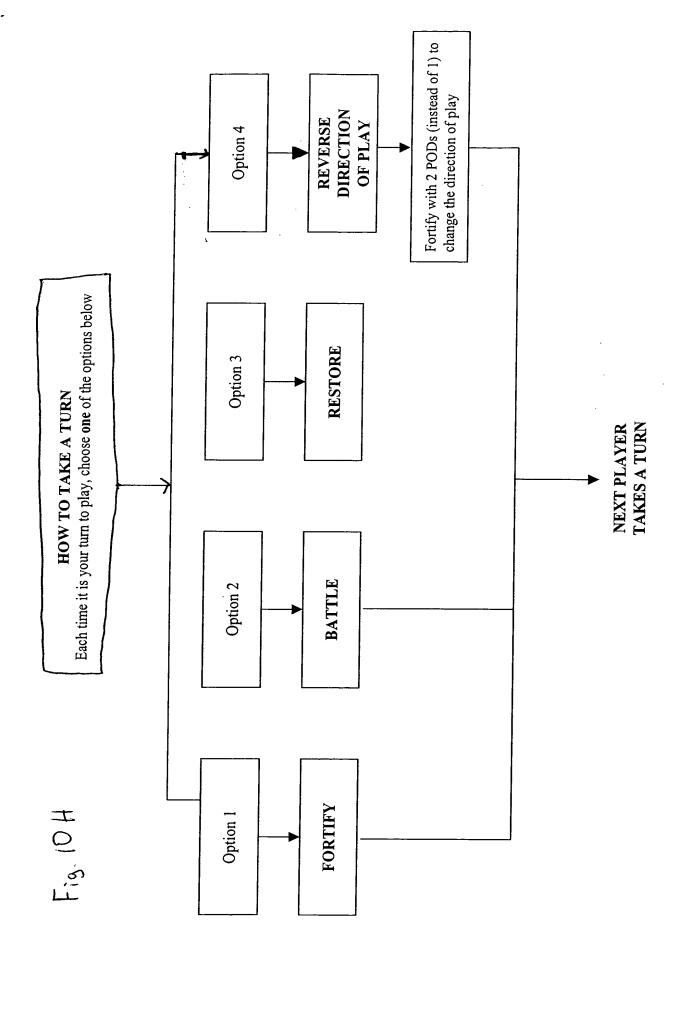
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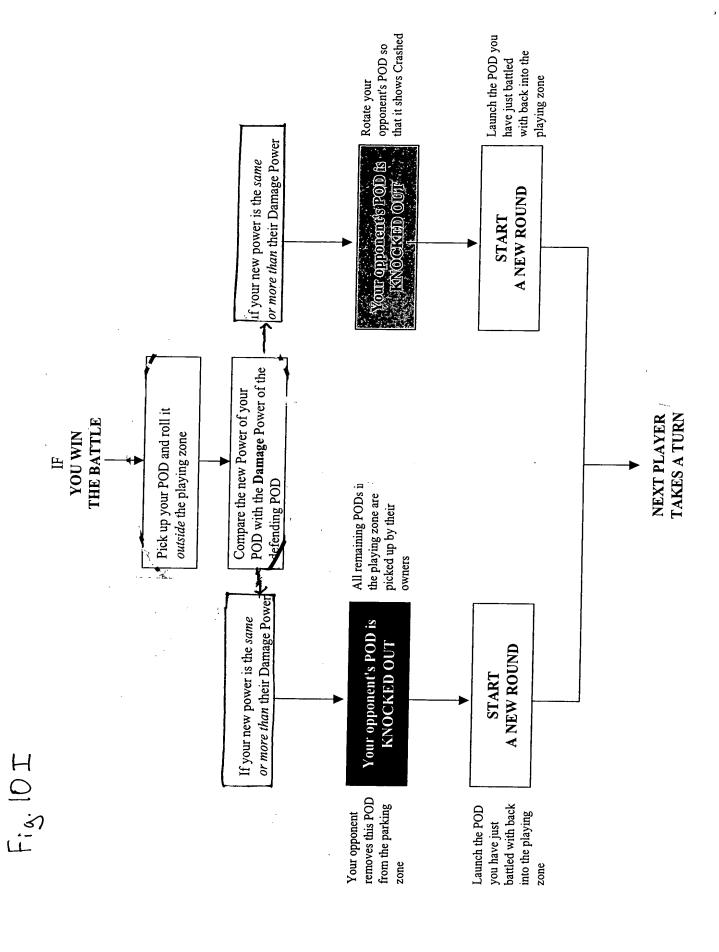
YOUR OPPONENT WINS

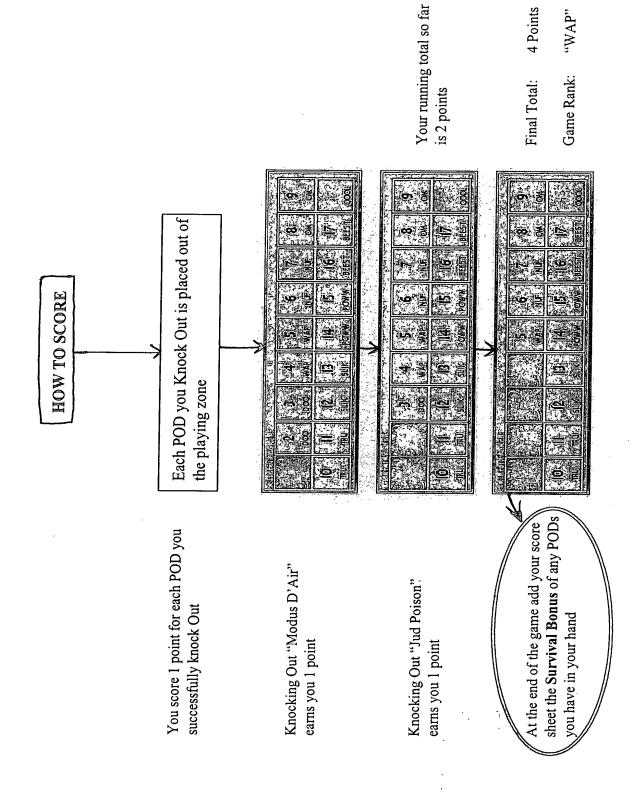
THE BATTLE

YOU WIN THE BATTLE

J. .







4 Points

"WAP"